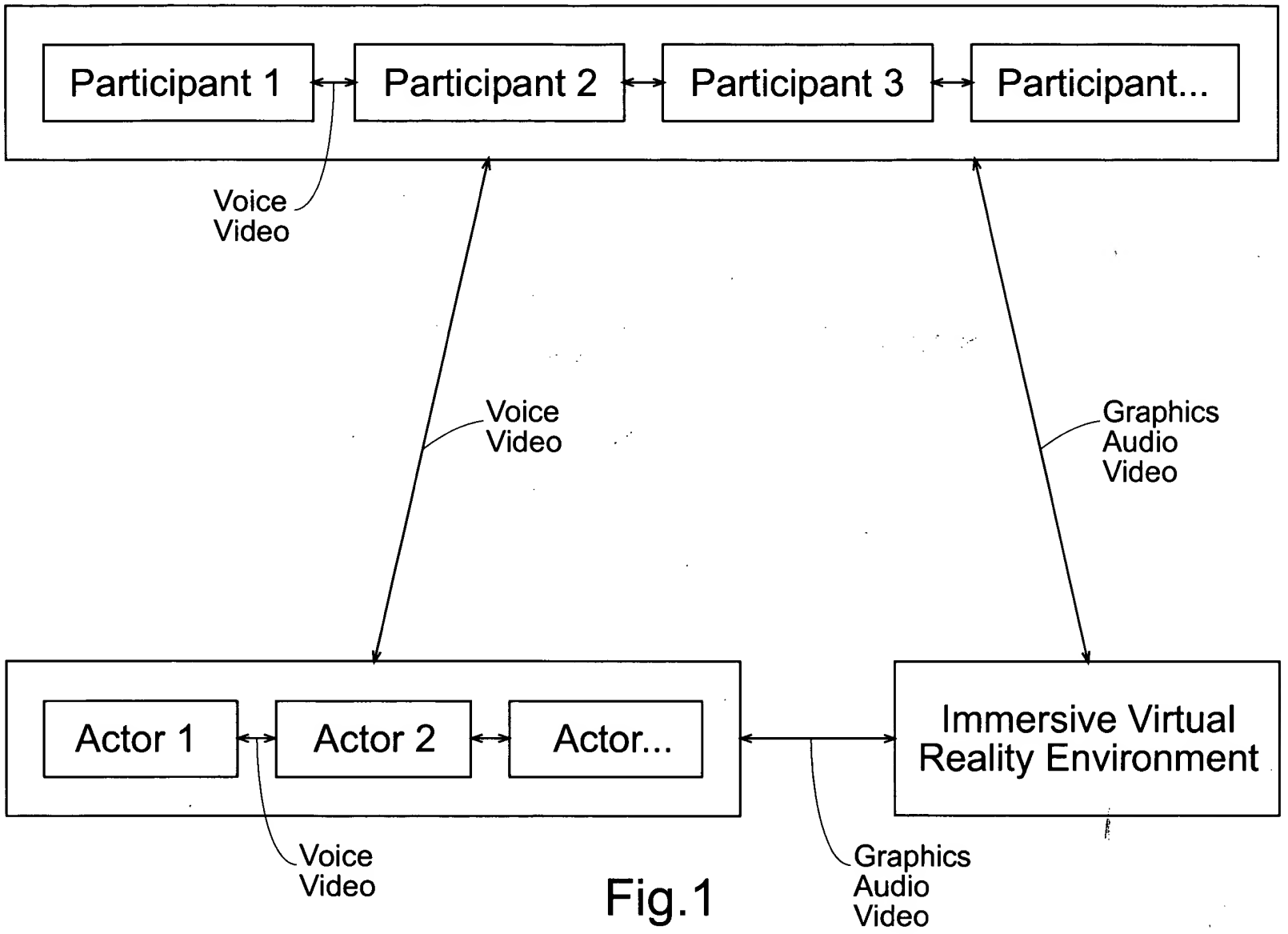

Fig.1

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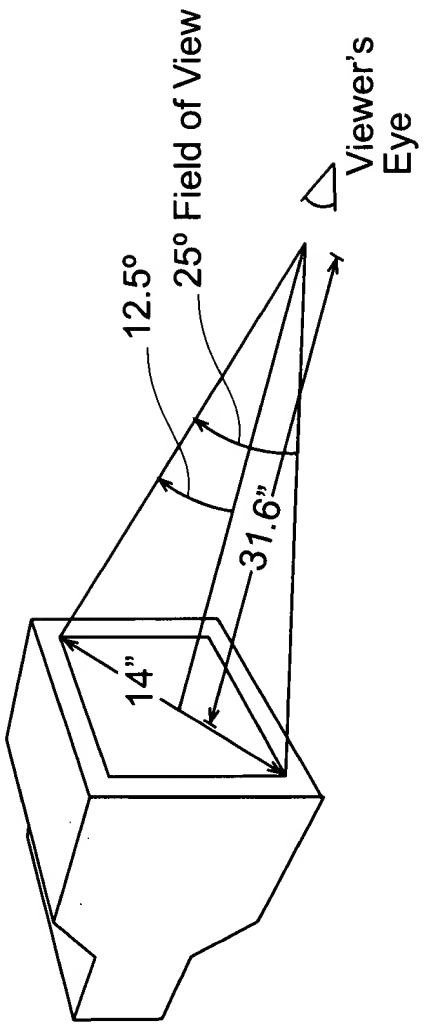

Fig.2

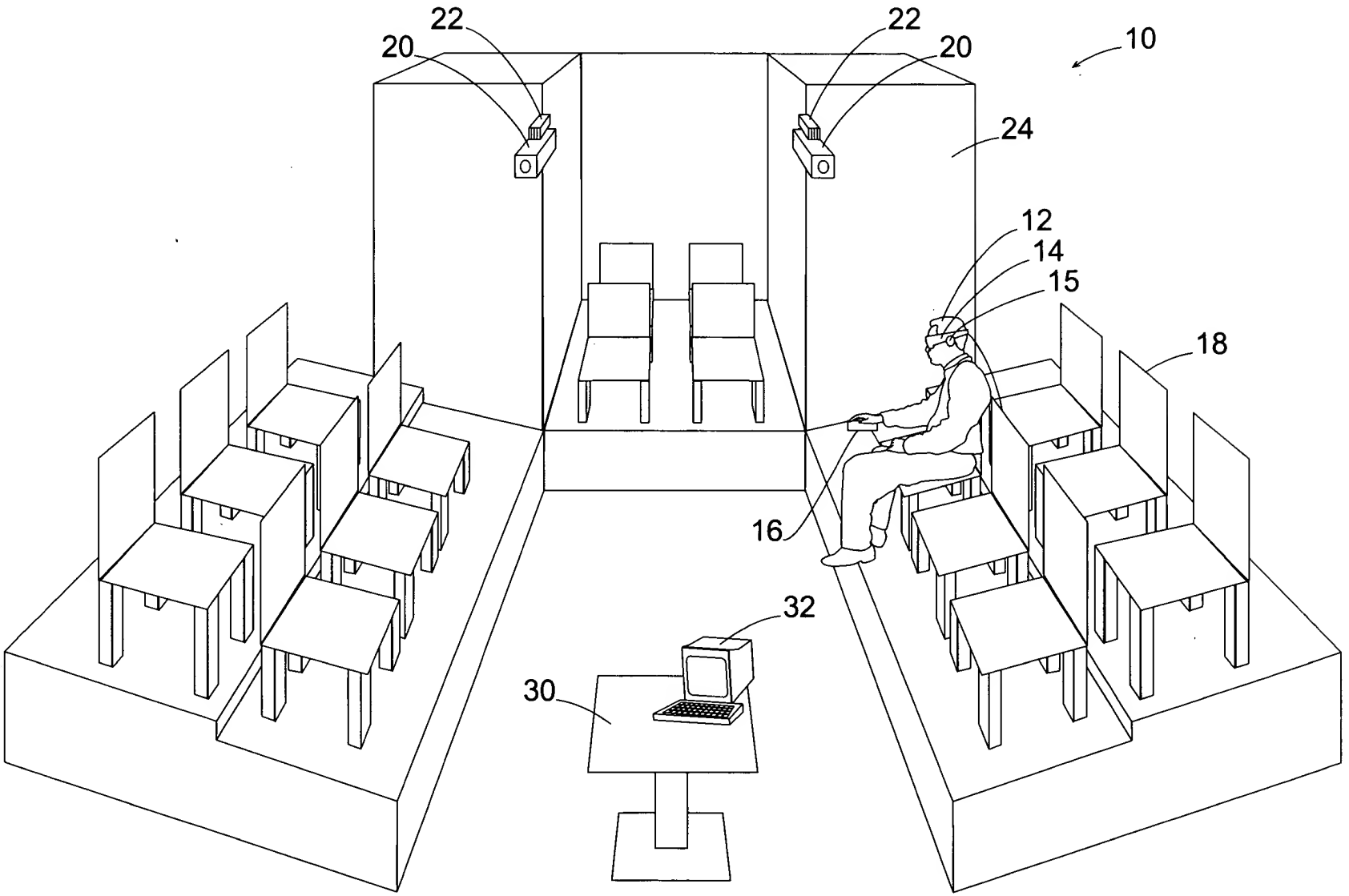

Fig.3

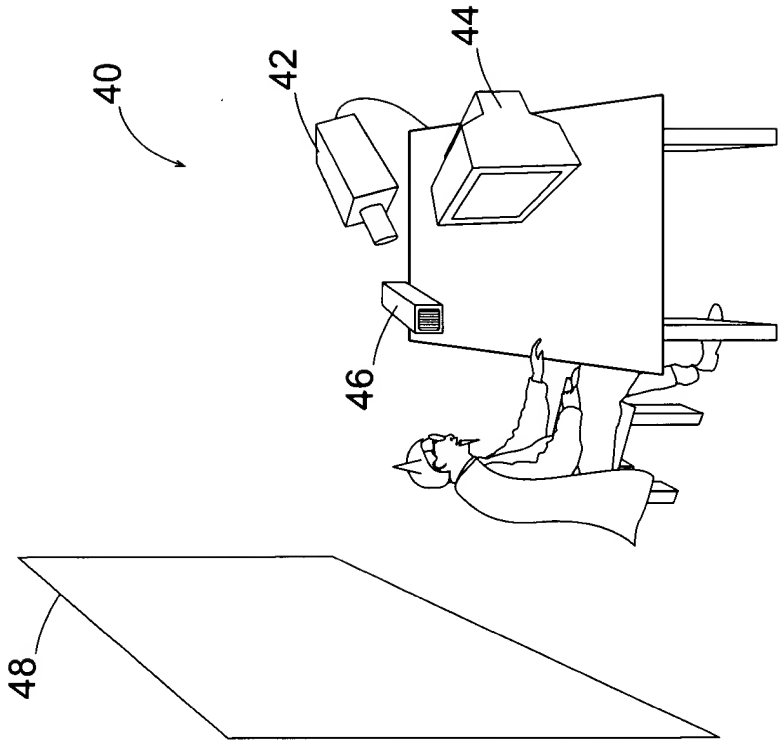

Fig.4

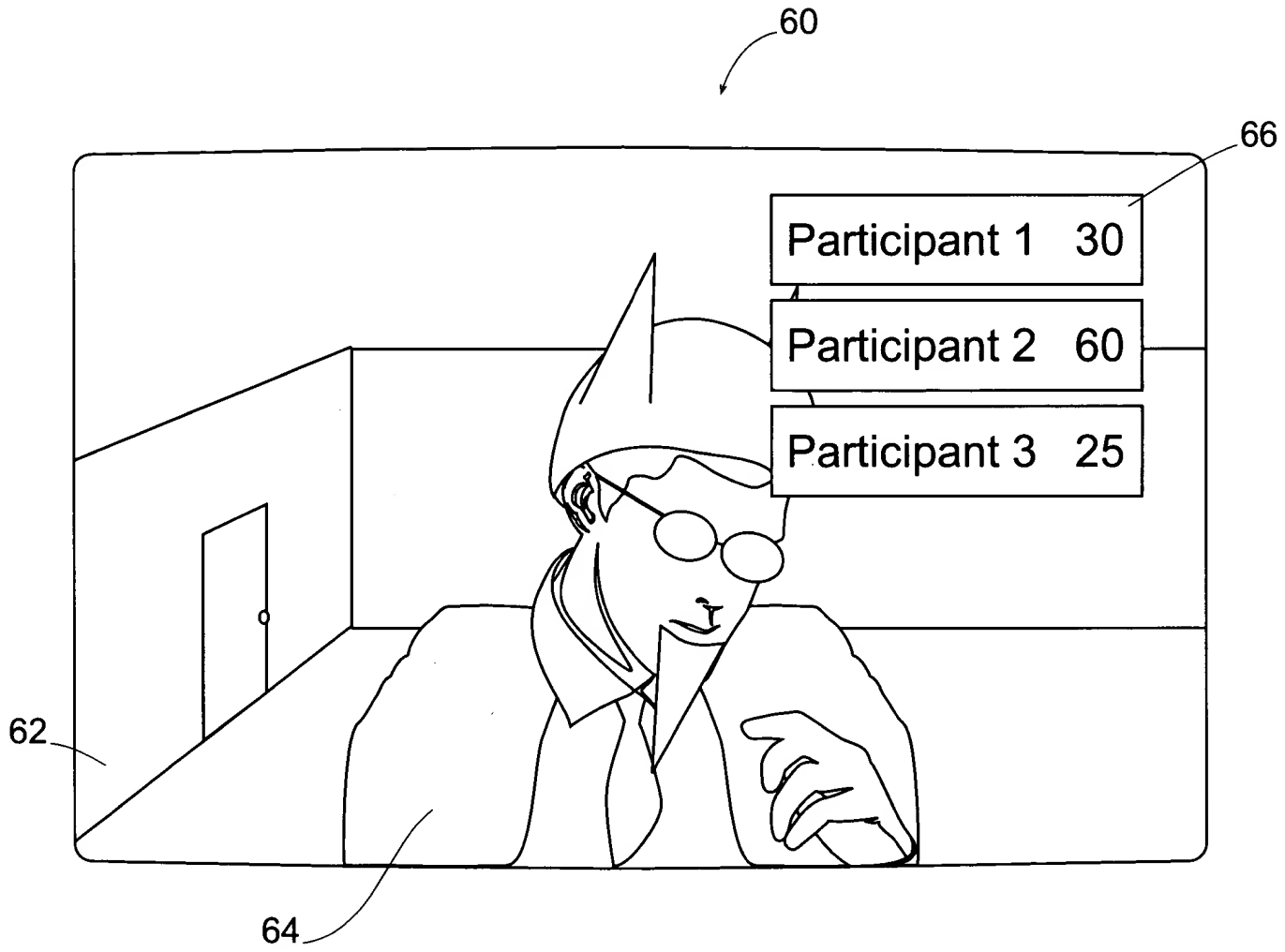
60
66
Participant 1 30
Participant 2 60
Participant 3 25
62
64

Fig.5

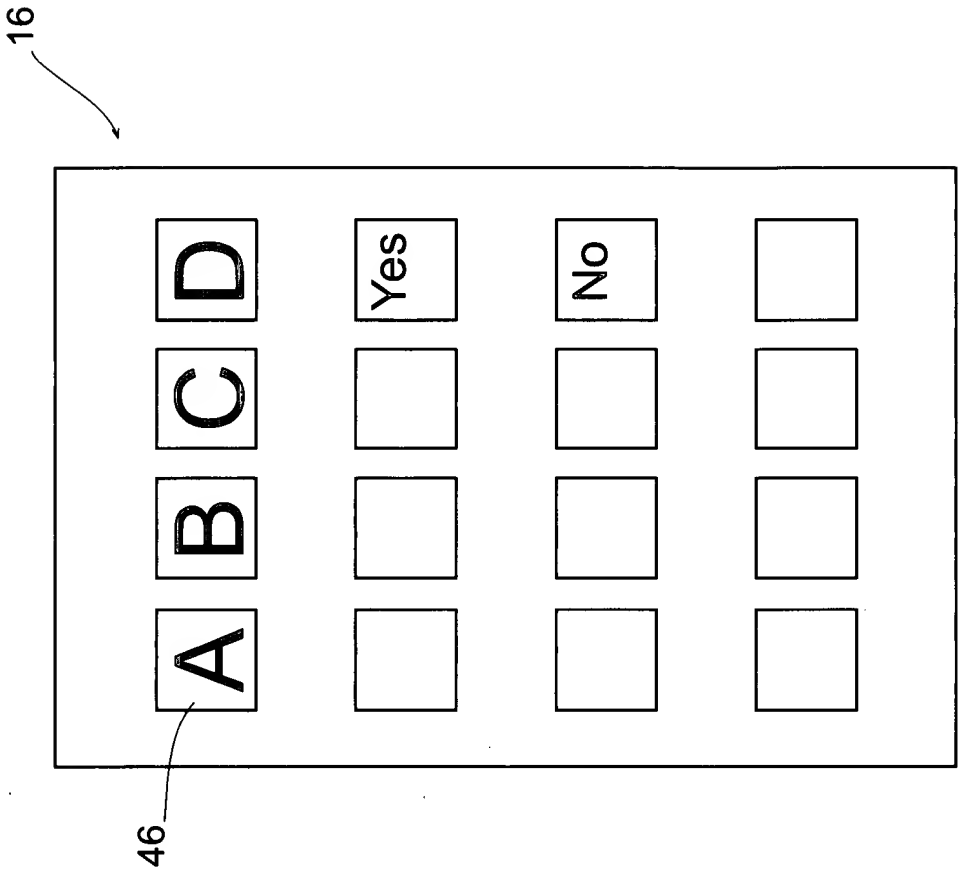

Fig.6

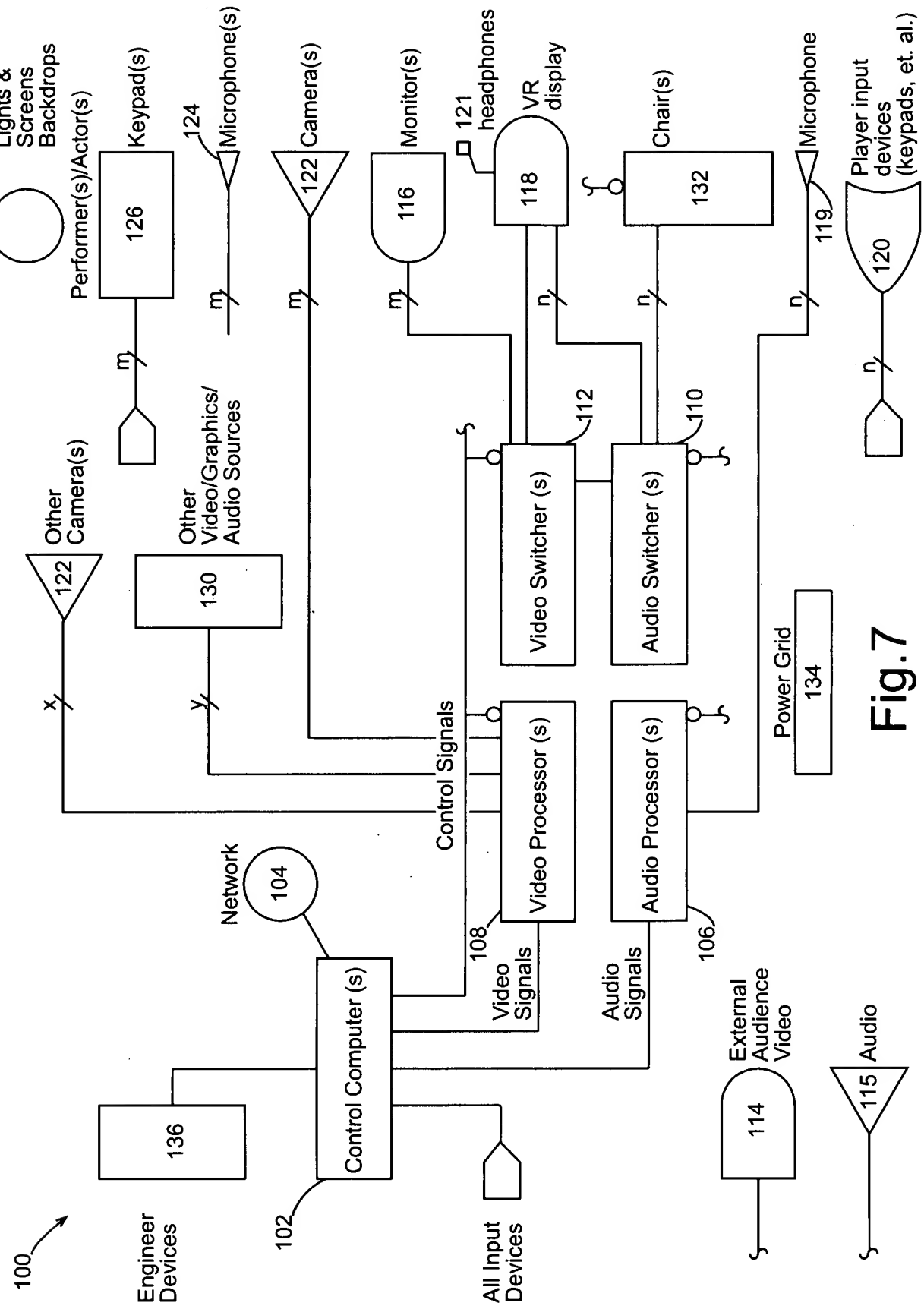
100
Engineer Devices
136
Control Computer (s)
102
Network
104
All Input Devices
Video Processor (s)
108
Video Signals
Audio Processor (s)
106
Audio Signals
Control Signals
Video Switcher (s)
112
Audio Switcher (s)
110
Power Grid
134
External Audience Video
114
Audio
115
Other Camera(s)
122
Other Video/Graphics/ Audio Sources
130
Performer(s)/Actor(s)
Lights & Screens Backdrops
Keypad(s)
126
Microphone(s)
124
Camera(s)
122
Monitor(s)
116
121 headphones
VR display
118
Chair(s)
132
Microphone
119
Player input devices (keypads, et. al.)
120
x
y
m
n

Fig.7

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Simple Sample Software Flow Diagram

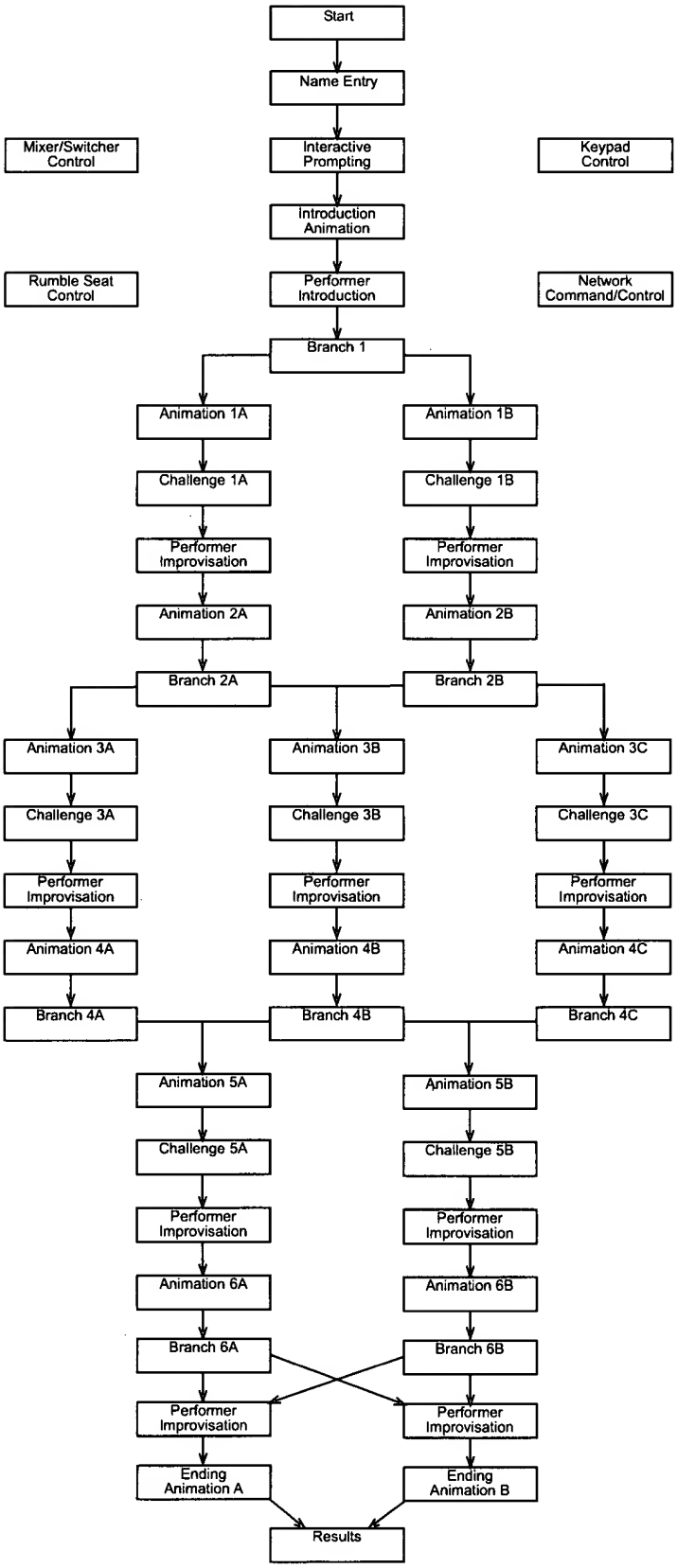


Fig.8

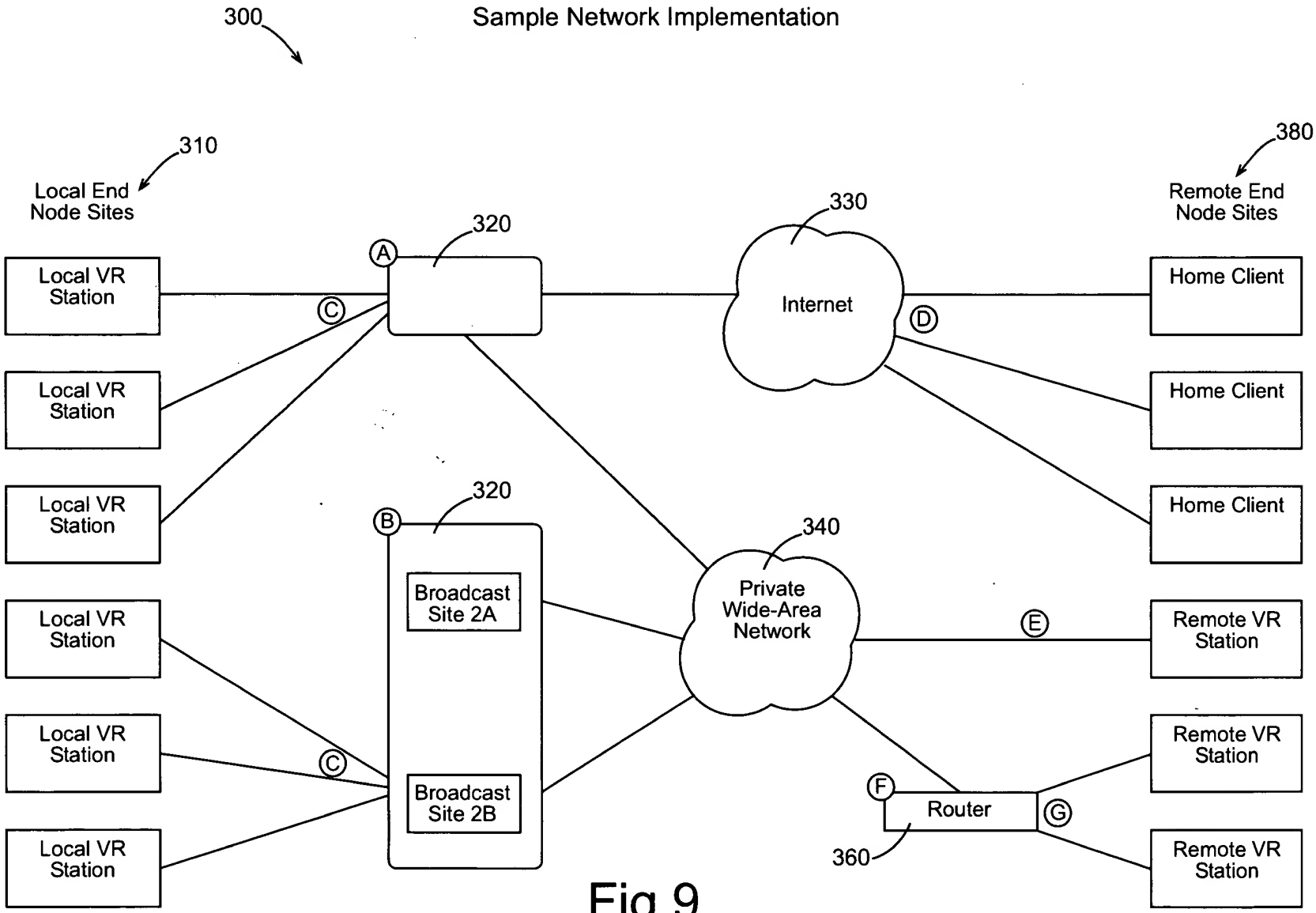
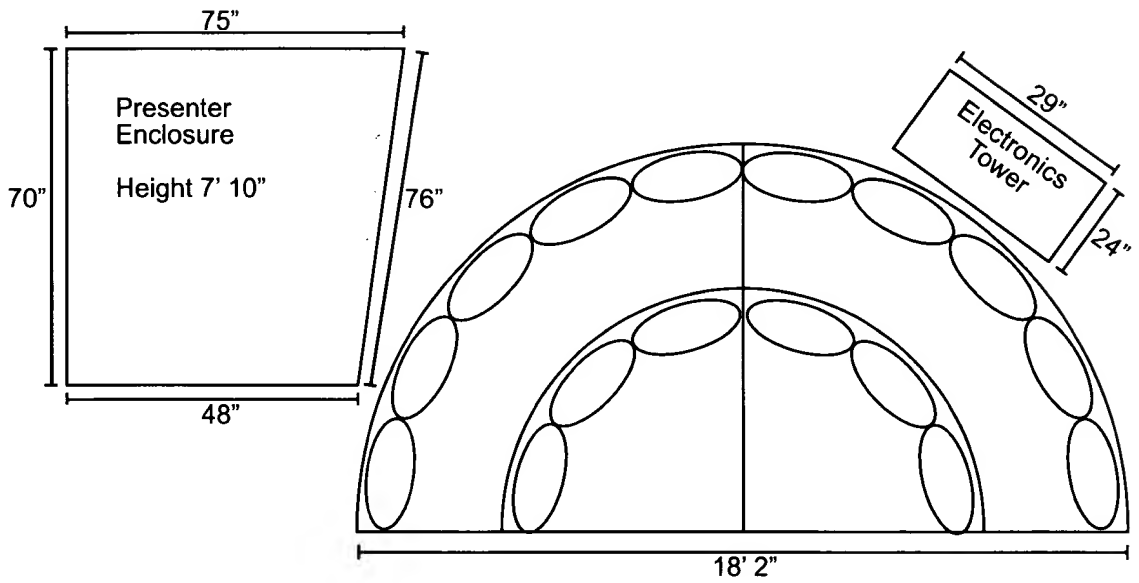
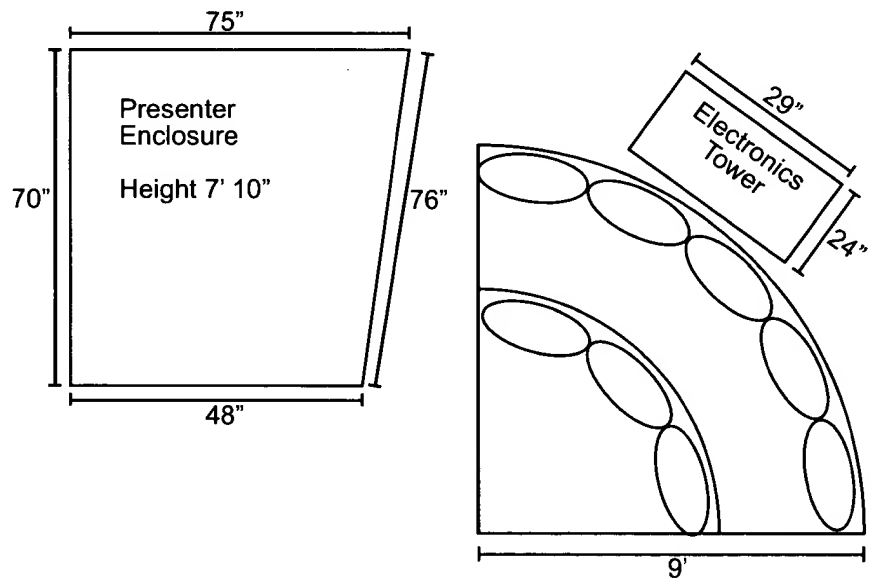

300
Sample Network Implementation
310
Local End
Node Sites
320
330
380
Remote End
Node Sites
Local VR
Station
Local VR
Station
Local VR
Station
Local VR
Station
Local VR
Station
Local VR
Station
A
B
C
C
D
E
F
G
Internet
Home Client
Home Client
Home Client
320
Broadcast
Site 2A
Broadcast
Site 2B
340
Private
Wide-Area
Network
Remote VR
Station
Remote VR
Station
Remote VR
Station
Router
360

Fig.9



Name Entry

Fig.10



8 Seat Theater Configuration

Name Entry

Fig.11

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